

RAMBO III



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7015

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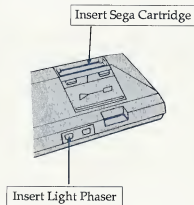
SEGA[®]

John Rambo, America's favorite soldier, makes a daring rescue attempt on a Russian military base deep in war-torn Afghanistan. A fast-shooting Light Phaser game that tests your fighting skills to the limit!

Loading Instructions: Starting Up

- 1) Make sure the power switch is OFF
- 2) Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.
- 3) Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
- 4) Insert the Light Phaser into the Number 1 controller slot.
- 5) At the title screen, point the Light Phaser at the screen and press the trigger to start the game.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Sega cartridge.



Rambo III

It's a mission he can't refuse: John Rambo, soldier, fighter, hero, has been asked to rescue his friend and former commander, Colonel Trautman. The Colonel had been making a delivery of much-needed weapons to Mujahedin freedom-fighters in Afghanistan when he was captured by Russian soldiers. Now held in a wretched prison camp in that war-torn nation, the Colonel has been abandoned by his country, which is afraid that a rescue mission would be too politically sensitive to undertake. Only one man is left to save the Colonel, Rambo!

Using grenades and a stolen Kalashnikov assault rifle, fight your way through seven levels of combat action. From village to mountain, from prison camp to cave, Rambo battles onward to rescue his friend, help the freedom-loving rebels, and make out of the country alive.

Taking Control

Simply plug the Light Phaser into port 1, aim, and pull the trigger. To start the game, aim at the screen and pull the trigger when the title graphic is displayed.

Pull trigger to fire.

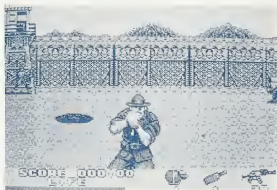


The Battlefield

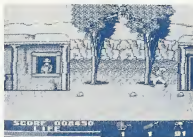
The screen will scroll slowly to the right. Shoot all enemy soldiers, tanks and helicopters before they start shooting at you. If you kill the enemy before they open fire, your life level will gradually recover. If you accidentally shoot a prisoner, your life level will decrease. When all enemy soldiers in a scene are eliminated, you then go on to next screen's battle. When the giant Mil Hind helicopter in the last scene is destroyed, you have accomplished your mission, and the game ends.

In all, there are seven battles to be won:

- 1) The troop barracks of the Soviet base.



- 2) The village where Soviet troops are hiding.



- 3) The mountain strike.



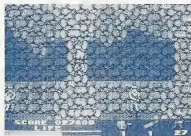
- 4) The prison camp.



- 5) Night-time escape from the Soviet base.



- 6) The cave assault, led by Soviet Sergeant Koloff.



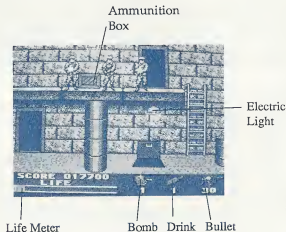
- 7) Rambo's last stand, the attack of the Soviet army.



The Status Display

Just below the battle scene is the status display. The red horizontal bar denotes Rambo's life meter, which gets smaller and smaller as he is hit by enemy fire. When the life meter reaches zero, the game is over.

Next to the life meter are the Bomb, Recovery Drink, and Bullet icons. Shoot the Bomb icon, and every enemy on the current screen will be eliminated. When Rambo's life meter gets dangerously low, aim and shoot the Recovery Drink icon. His life meter will come back up to full strength. The Bullet icon shows how much automatic weapon fire Rambo has left before he must switch to single-shot fire.



Weapons

Rambo's battle arsenal includes a Kalashnikov assault rifle. It provides continuous fire of 7.62mm rounds accurate to 330 yards. Press and hold the Light Phaser trigger for continuous fire, and spray the enemy with lead, but remember to conserve your ammo!

When all your bullets are spent, you will be forced to switch to single-action fire until the end of the round. When this happens, pull your trigger finger as quickly as possible to get maximum firepower.

Rambo can carry one bomb at a time. Aim at the Bomb icon and shoot to activate. Every enemy on the screen will be destroyed, including tanks and helicopters. During some game scenes, extra bombs may be obtained by shooting at suspicious-looking items, such as crates, pots, etc.



Scoring

50 points: Regular Soldier
Commanding Officer (Scene 6)

50 points for a single hit: Nearby Soldier
Mortal Shell
Attack Helicopter
Mil Hind Helicopter (Scene 7)

400 Points: Clay Pot (Scene 1)
Brown Tank (Scene 3)
Electric Light (Scene 4)
Ammunition Box (Scene 4)
Search Light (Scene 5)
Stone Bridge (Scene 6)

800 Points for Rescuing: Rebel Prisoner
Colonel Trautman

Note : Any villager or sergeant Koloff counts for zero points.

End-of-Round Bonus

At the end of each round, bonus points are awarded. Each unexploded bomb is worth 100 points. Each unused Pill is worth 500 points. Each round of unused ammo is worth 50 points. And, finally, each increment of red on the Life Meter is worth 200 points.



Helpful Hints

When you are first learning to play, keep your eye on your Life Meter. It's easy to get preoccupied with the furious battle at hand, but you may soon find yourself dead. Be ready to use your Life Pill!

Shoot the enemy just as soon as he appears on the screen. Some soldiers don't open fire right away, and this may save you precious Life points.

Shooting villagers will cause you to lose points. Get the bad guys; not the good guys!

In the battle in the cave, Sergeant Koloff cannot be killed with direct gunfire. Search for another ways to disable him!

The green tanks in Scene 2 cannot be destroyed.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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